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The Lost and Damned

Chapter 1

The main members of The Lost MC motorcycle club leave their clubhouse and ride through Alderney to meet club president Billy Grey, who has just been released from a court-ordered rehab. The members arrive at the Westdyke Memorial Hospital, where they see Billy speaking with his parole officer and his sponsor from the drug treatment program. Billy's parole officer and sponsor leave, before Johnny Klebitz, the club's Vice President and the protagonist of the short story, walks up to Billy and hands him his motorcycle jacket.

Billy gets on the back of Johnny's bike and the members ride back to the clubhouse. Once they arrive, the club members celebrate Billy's return with some drinks. However, the mood changes when Billy questions Johnny over the location of his bike, with Johnny explaining that he offered it to the Lost's rivals the Angels of Death as a peace offering, and also to pay for Billy's legal fees. Billy demands that Johnny retrieves the bike, which leads to another argument. Eventually, both men calm down and agree to retrieve the bike. Outside the club, Jim Fitzgerald reveals that they had asked mechanic Pretty Boy to store the bike, so the members ride to his garage in Industrial. When they arrive at the garage, Johnny and Jim ask Pretty Boy for the bike, but Pretty Boy denies knowledge of the bike's whereabouts. However, Billy reappears, and prompts Johnny and Jim to "extract" the information out of Pretty Boy. Jim starts up a bike and Johnny forces Pretty Boy's face against the rear wheel, cutting his face. At this point, Pretty Boy admits that the Angels of Death took it to a scrapyard in Northwood, Algonquin. Johnny, Jim and Billy leave to retrieve the bike, but not before Billy breaks Pretty Boy's jaw with a hammer in a

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final act of brutality while rolling the motorcycle wheels nearby. The gang is about to take down the Angels of Death and starts a battle at the scrapyard.

Johnny leads the club members to the scrapyard in Algonquin, where they find Billy's bike and roughly a dozen Angels of Death members. The members storm the scrapyard and kill the Angels of Death. They sometimes destroy the gas tanks nearby and also destroy some of the Angels' vans. After killing all the angels, Billy reclaims his bike.

Now the leader again, Billy drives out of the scrapyard and leads the remaining members back to the clubhouse in Alderney. When they return, the mission is passed.

Shortly after returning to the clubhouse, Billy throws a party celebrating his release from rehabilitation inside the Lost MC Clubhouse. Johnny walks in and, after pushing off his old lady, Johnny and Billy immediately start arguing. Before things can get more than verbal however, Jason Michaels walks in and announces that some Angels of Death members are outside. The Angels of Death, spoken for by an unnamed lieutenant, are angry over the murder of their brothers in the previous mission, stating they thought there was a truce created between the two gangs after Billy's incarceration. Billy claimed that "he wasn't aware".

The Angels of Death lieutenant acknowledges the ended truce, calling Billy an old man and giving him the middle finger before walking away. Billy pulls out his handgun from behind his back and shoots the lieutenant in the back.

Johnny, Jason and two randomly generated Lost MC members chase after the rest of the Angels of Death, and after successfully killing them before they can tell the others the truce is off, Billy will call Johnny and tell him to meet him at Grummer Road. The ride is about to happen so they continue working and complete for the rest of the day.

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The two random Lost MC members will ride off, and Johnny will meet up with Jason and Billy at Grummer Road. Jason explains to Johnny that he can't hang out because he has plans with a "hot Russian broad", and that he plans on drinking her father's expensive vodka and soon after to "fuck her under the pier.", though this does not go as planned. Jason and Billy part ways and the mission ends. Johnny goes back home and goes to sleep for the night.

Johnny wakes up and gets ready for his mission. He heads towards it and starts. The mission begins with Billy Grey talking to Dave Grossman, a member who is also a lawyer for Goldberg, Ligner and Shyster. Billy casually offers Dave a bong spiked with mescaline, which intoxicates him. Johnny enters and speaks to Billy privately about the club's business and their relationship. During the conversation, Billy receives a text message informing him that some members of The Lost are attacked by the Angels of Death. The club's members follow Billy to the ambush sites and kill many waves of Angels of Death members. After fighting off the second wave, the members regroup and Billy explains that Jason Michaels has been killed by an Eastern European in Broker. Billy gives a brief speech commending Jason's character and the group raises a beer in Jason's memory before smashing the empty bottles on the ground. Billy vows revenge and reminds the group of their loyalty to the club, whilst mainly looking in Johnny's direction. The group split up and the mission was passed.

Shortly after the group splits up, Johnny finds Ray Boccino talking with Billy Grey. He is introduced to Ray, and immediately afterwards, Billy decides it's time to inflict pain on The Angels of Death for supposedly killing Jason Michaels, despite him saying in a previous mission that the person to blame was an "Eastern European". However, that means an enemy is already spared for forgetting the evidence.

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The motorcycle club arrives at the Angels of Death Clubhouse and Johnny is given a Grenade Launcher to shoot through the window. After the explosion, a group of Angels of Death members attacked The Lost. The Lost MC kills all enemies outside and Johnny goes into their clubhouse to kill all of their remaining members. After all are killed, Billy and Brian come in and Johnny finds out that Billy didn't want to take revenge but to take the drugs.

Shortly, Johnny gets a call from Jim, inviting him to the mission. Jim has a buyer for bikes who is interested in shipping certain kinds over to Japan. The Angels of Death, importantly the Lost MC's major rivals, are in possession of these bikes. Jim wants Johnny to go over and steal the bikes and load them into a flatbed truck, where Johnny will be able to drive them away. Johnny takes the truck and drives to the diner. He steals several motorcycles and loads them into the truck. Meanwhile, the Angels of Death and the Lost are having a fight over these motorcycles. After stealing the motorcycles, Johnny drives them to the yard south of Alderney City. Then, the Lost members meet and later take the new motorcycles.

Later, Jim is still angry about the cops, Ed McCornish and Jimmy Matthews, who harassed them at the end of the last mission. So he wants to show them a thing or two about The Lost Brotherhood. Johnny agrees and goes along with the plan and lures the bent cops into a trap in Acter Industrial Park. He races Jim into the cop station. Then, Jim meets the cops and punches one of them against the FIB Buffalo. Johnny and Jim lure the cops into the trap in Acter Industrial Park where they get into a battle with the cops. They finish off the cops with several explosions. Last, they escape the scene before the cops catch them again.

Later, Johnny walks in on Elizabeta's cocaine party and its guests (including Kay Hartman, who dances around Elizabeta, Playboy X and Carmen Ortiz), Elizabeta has helped find

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Johnny and Billy a buyer for the pile of heroin The Lost stole earlier from the Angels of Death. Shortly after, Niko arrives, and Elizabeta gives him details about the deal, then introduces him to Johnny, and then Johnny leaves to get the H from Brian Jeremy. After getting the H, Johnny goes to the deal nearby with Niko and Playboy X. Suddenly, the NOOSE ambushes the deal. Johnny kills the NOOSE members on the way to the motorcycle where he later escapes the cops by going into the subway through Algonquin and resurfacing.

After escaping from the cops, Billy Grey calls Johnny and tips him off about a crooked politician named Thomas Stubbs III who needs some assistance with a job. Billy proclaims that they're moving up in the world and that his friendship with the lawyer is working out after all, contrary to Johnny's previous belief that it'd bring bad news. Johnny is sent to Algonquin, specifically to an upscale club near Middle Park which has massages, saunas, etc. Completing the package is a fake-English-accent-using butler who will give Johnny somewhat of a rough time, demanding that he leaves the premises. Once he discovers Johnny's purpose is paying Stubbs a visit, his demeanor completely changes and he shows Johnny to the massage room where the politician is currently located. Once the masseuse and butler leave the room, Stubbs gets down to business. He wants Johnny to go to the airport and shoot down a helicopter carrying his elderly and quite rich uncle. Stubbs needs large amounts of money to guarantee his re-election, and his uncle's death will provide the funds necessary. He wants Johnny to make it look like an act of terrorism on top of everything else at the airport, stating that this would be good idea for him in a number of ways for the politics.

Like a true crooked politician, Stubbs has Johnny over a barrel here. He knows what Johnny's been up to and threatens to take him down if he doesn't perform this duty for him.

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Johnny eventually agrees to the deal. At the end of the meeting, Stubbs walks around the room completely nude. After this, Johnny is assigned a specific time to go to the airport.

Johnny takes his motorcycle and heads to the airport quickly. He drives through the terminal and enters the runway area. As a result, the cops are trying to stop Johnny from hanging around the runway area. Johnny sees the helicopter and pulls out his rocket launcher. He aims at the helicopter and shoots. The helicopter is shot down, alerting the cops to try killing Johnny. The cops use strong weapons and deploy NOOSE units to Johnny. Johnny barely survives all the cops who are trained with high accuracy. After leaving the airport, he encounters several NOOSE enforcers that are trying to ram the motorcycle in order to run over and kill. He barely dodges the enforcers. Later, he makes his way to the subway and escapes the cops from there.

After the successful completion of a job from Stubbs, Johnny will receive a frantic phone call from Ashley Butler, who is holed-up in a crackhouse and needs help. He then drives to Vespucci Circus and goes to meet Ashley on the second floor. Upon arriving, he is attacked by a group of drug addicts equipped with either very basic weapons (pistols, baseball bats, etc.) or bare fists. Mowing through these foes rather easily, Ashley can be found in the back part of a drug-addled apartment on a mattress where Johnny meets her.

After meeting Ashley, Johnny then escorts her out of the building and drives her back to her apartment in Alderney. Ashley expresses the desire to just pick up and leave forever and ride off into the sunset with Johnny. However, knowing about her addictions, Johnny chooses to leave her to her misery. He leaves the apartment and cruises around Alderney for the rest of the day. Later, he explores several locations in Alderney. He goes to the diner where he stole motorcycles from the Angels of Death in the past mission. He goes back home and sleeps.

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Chapter 2

Johnny prepares for his next work for the club. He goes to the gentlemen's club in order to begin his work. He then starts the day at the club.

Johnny meets Stubbs at his gentleman's club. In the steam room, Stubbs explains that some white-collar criminals have been charged with insider trading and are being transported in a Prison Bus. Stubbs needs Johnny to "liberate" these prisoners. Johnny, after almost passing out in the steam room, leaves and heads to the police station. Once at the police station, Johnny fights his way in and hijacks the prison bus. After losing the police, Johnny drives the bus to the docks in southern Alderney and releases the prisoners. The prisoners board Dinghys and head to the open sea, whilst the Prison Bus is dumped into the sea. Johnny phones Stubbs to inform him that the prisoners have been "liberated", and expresses a sarcastic fear for the prisoners due to one of them being a cannibal. Stubbs thanks Johnny and the mission is completed.

Before the mission, Jim Fitzgerald found out that the Heroin they stole from the Angels of Death actually belonged to the Triads. Jim tells Billy, who secretly strikes a deal with the Triads. Then, the mission and overall the work begins for the day.

Billy seems to want to keep it for distribution and profit, but Johnny states that because of the re-ignited war with the Angels of Death, plus the possibility that they are being monitored by government agencies and the in-fighting within the club, starting a feud with the Triads would be unwise and offloading the heroin would be the best course of action. Jim and Johnny suggest they strike up a deal with the Triads. Billy and Brian, who is also involved in Billy's plan, pretend to agree to the deal. The bikers are ready to ride to the plaza. They are thinking of who leads the club and which way to go. They want to go to Chinatown in Algonquin.

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The group ride to Dragon Heart Plaza in Chinatown, Algonquin. When they arrive, Billy tells Jim and Johnny to give the heroin back to the Triads while he and Brian cover them. Johnny and Jim take the heroin into the building and meet the Triads. The Triads, angered at being forced to buy back their own heroin, shoot at Johnny and Jim, who manage to escape.

Now trapped on the roof, the duo fight their way through the building, killing any attacking Triads. The battle is deadly to the Triads where the bikers kill off them.

When they reach the front of the building, they see that Billy has crashed his bike and is surrounded by police officers. The injured Billy accuses Johnny of setting him up, calling him a "dead man" before the police arrest him. Now Chapter President, Johnny calls Brian to inform him of Billy's arrest, and Brian tells Johnny to meet him around the corner.

Johnny, Jim and Brian meet outside the building and ride back to the clubhouse. Johnny and Jim question Brian on the events leading to Billy's arrest, but Brian angrily accuses Johnny of setting Billy up. Eventually, the gang arrives at the clubhouse.

Back at the clubhouse, Brian again accuses Johnny of setting Billy up to be arrested in order to take over as Chapter President. Johnny angrily denies this as Brian leaves, telling Johnny and Jim to stay away from him.

After Brian leaves, Johnny speaks with Jim, fearing that Billy's arrest is going to bring more pressure on them, but vowing to get through it for the sake of the club.

For the rest of the day, Johnny surfs the internet and researches for more power to use like spawning motorcycles if it gets lost. At the start of night, he sleeps in the clubhouse.

After This Shit's Cursed, Jim will call Johnny, asking to meet him at his meeting place in Northwood. Johnny goes to work located in Northwood and begins work for the club. Jim

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introduces Johnny to two members of the Uptown Riders, another motorcycle club who favor selling their club's merchandise and riding Japanese sports bikes, as opposed to the choppers favored by The Lost MC and The Angels of Death. One member is named Malc, who gives Johnny some Pipe Bombs, and informs him that three AOD vans are driving around Alderney at this very moment, and they need to be destroyed. The gang destroys the vans.

In the afternoon, Johnny meets Jim, Terry and Clay in Leftwood. Jim explains that Brian Jeremy, who has started his own faction of The Lost since Billy's arrest, has asked for a truce. Johnny is sceptical, since Brian has falsely accused Johnny of "setting" Billy up, but agrees to meet him in Port Tudor. Johnny leads Jim, Terry and Clay to the docks, where they meet Brian and his faction. When they arrive, Brian starts childishy insulting Johnny and the other members whilst still accusing Johnny of being a "rat" and setting Billy up. Johnny angrily fires back that Billy didn't care about the club or the brothers, least of all Brian. This angers Brian, who orders the members of his faction to "finish off" the quartet before he leaves. Brian's faction points pistols at the quartet, who take cover. Finally, Johnny is done for the day.

Chapter 3

Johnny meets Jim, Terry and Clay in Leftwood, where they are also joined by Ray Boccino. Ray explains that The Lost MC's civil war is detracting from his business and he needs them to end their dispute so that his steady flow of "merchandise" can resume. Ray reveals that Brian Jeremy has barricaded himself in his house in Tudor. Ray leaves, and Johnny decides to pay Brian a "visit". From there, the morning job is done halfway in work. Johnny then takes a break in the clubhouse. After spending time in the clubhouse, he goes back to work.

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In this mission, Elizabeta Torres orders Johnny to obtain a van full of cocaine. Johnny Klebitz, Malc, DeSean, an unnamed member of the Uptown Riders and Terry Thorpe and Clay Simons (if called for assistance) take control of a toll booth and wait until the gang approaches the toll. After a while a group of rival bikers come in three Reginas, a Slamvan and two bikes; Johnny, Malc and DeSean take them out in and steal the Slamvan, later delivering it to a garage in Industrial, for Elizabeta's bodyguard, Andreas, to pick up later.

After waking up and getting ready for work, Johnny asks Liz why the convoy you attacked in the previous mission, Heavy Toll, had to be hit hard. Elizabeta proclaims that as the boss, large numbers of casualties come with it. Johnny says she should try to limit such casualties, which propels Liz into a short life story about why she's justified in using extreme violence. Afterwards, Liz talks to her drug mule Marta, who's just arrived in Liberty City from Puerto Rico internally carrying a large amount of drugs in tied condoms. Liz asks Johnny to go to Francis International Airport in Dukes in order to pick up Marta.

Johnny then takes a break in the middle of the day. The mission starts with Elizabeta telling Johnny and her associates that she believes that she is being pursued by the police. She wants the cocaine delivered from the previous mission to be sold as soon as possible.

Johnny, Malc and DeSean all head out to the deal over the basketball courts. During the deal, one of the buyers decides to take the drugs without payment. To demonstrate that she is serious, she shoots and blows up Johnny's Hexer. In return, Malc kills the female buyer. The other dealer gets away, and police arrive. The escape must begin.

Johnny must now ride as the passenger on Malc's bike as they escape. The police give chase in numerous police cars, Enforcers and helicopters. Johnny must defend himself, DeSean,

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and Malc by shooting the pursuers down. After the mission and defense, Johnny is done for the day where he returns to the clubhouse to relax. Last, he sleeps in his room.

Ashley phones Johnny to inform him that she is in trouble, and Johnny makes his way to her apartment. When he arrives, two of Dimitri Rascalov's men are there. They inform Johnny that Ashley has failed to repay a debt to Dimitri. A reluctant Johnny is then ordered to kidnap Roman Bellic and take him to a warehouse in Bohan, or else Ashley will be killed. Johnny, after scolding Ashley, leaves the apartment, and the mission begins.

Johnny calls Malc and asks for his assistance in kidnapping Roman. Malc agrees and informs Johnny that he is in Northwood. Johnny arrives in Northwood and drives Malc's car to the "hardware store" on Dillon Street in Schottler, where Roman is gambling. Johnny and Malc arrive at the hardware store, where they kidnap Roman, gag him and put him in the back seat of the car. Johnny drives to the warehouse in Bohan, but Roman attempts to escape when Johnny stops at a tollbooth. Johnny apprehends Roman and orders him back into the car at gunpoint, where Malc secures Roman by putting the seatbelt across him. Johnny eventually arrives at the warehouse on Lompoc Avenue and hands Roman over to Dimitri's men.

Alternatively, Johnny calls the Bellic Enterprises company's phone number "555-2222" which he receives in a message from Elizabeta Torres at the end of the mission, Heavy Toll. Roman personally drives his cab to Johnny and Malc's location after being tricked into thinking that he would be giving his services to a couple of college girls. Malc kidnaps Roman and forces him back into his cab while Johnny drives the cab to the warehouse in Bohan. They later hand Roman over to Dimitri's men, and the big kidnapping job is over.

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Chapter 4

Ashley Butler calls Johnny and tells him that Ray needs his help. Ray explains that Anthony "Gay Tony" Prince, and his bodyguard Luis Fernando Lopez, are gaining some diamonds and he wants them. This needs some work.

Johnny will call Jim to tell him about the diamond deal in Broker and he might need some help. Jim sends the Broker chapter to help him. Johnny then meets up with a group of the Broker chapter of The Lost MC, and proceeds to crash the diamond deal.

After a brief struggle in which Luis notices the bikers and alerts the others, Johnny and a few members proceed to follow a Stretch carrying the diamonds, and instructs another group of Lost members to keep following Tony and Luis.

Ray calls Johnny to head to The Libertonian and offload the stolen diamonds to some jewelers. However, a group wants to meet in the museum. Then, Luis all of the sudden shoots at and kills one of the members in the meeting, causing a fight.

Johnny then fights through and kills off some enemies before escaping the museum. The museum is now transformed from a renovated place to a battlefield. After killing the enemies and escaping, he kills the last enemy and escapes to complete the job.

The next job involves Johnny trying to wrap up his main job. He then attempts to end his main job until all of the sudden that his girl is screwed. As a result, Johnny goes to a rooftop near the car dealership and the freeway in Alderney and fights off the enemies. After fighting off the enemies, the job is almost done with one more to do left.

Congressman Thomas Stubbs calls Johnny shortly after Was It Worth It? and explains that he wants to meet Johnny at the Lost MC Clubhouse. Johnny meets Stubbs at the clubhouse,

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where Stubbs announces that Ray Boccino will not be around much longer, so Johnny shouldn't worry about him. However, Stubbs informs Johnny that Billy Grey is planning to pin a major drug operation on Johnny and Angus Martin, which will send them to prison and allow Billy to enter the federal witness protection program.

Johnny rides to the Alderney State Correctional Facility. When he arrives, Billy talks to a prison-mate about his impending release. Outside the prison, Johnny calls Terry and tells him to bring his weapons van. Terry arrives in his van, with Clay Simons and the remaining Lost brothers. When Terry arrives, Johnny receives free weaponry as he explains to Terry that they are for Club use. Then, the group must be in the prison to kill Billy.

Johnny blows up the prison doors and leads the members on an assault, killing several prison guards and fighting their way through the prison compound.

Johnny eventually locates and confronts Billy, who challenges Johnny to kill him. Johnny hesitates, but eventually kills Billy when he tries to kill Johnny with a knife.

After Billy has been killed, Johnny and the members fight back to the prison entrance, killing several NOOSE officers who have arrived. When they arrive at the entrance, Johnny leads Terry and Clay out of the prison and everywhere beyond that.

When Johnny is clear of the prison, he leads Terry and Clay back to the clubhouse. When they arrive at the clubhouse, they find that it has been ransacked while they were gone. With everything in their clubhouse destroyed beyond repair, Johnny, Terry, Clay and Angus take a brief moment to reminisce and remember the club's glory days, before Johnny tells Terry to "put the place out of its misery". Johnny, Angus and Clay leave the clubhouse while Terry douses it with gasoline and sets the building on fire, before joining the others outside. The remaining

members of the Alderney Chapter watch on as their clubhouse burns to the ground. The clubhouse is finally gone after The Lost used the clubhouse as the headquarters.

With the clubhouse gone, everyone has to go somewhere else to live. Johnny now lives at a nearby safehouse and now attempts to lead the bikers into riding throughout the city. However, he is not done with everything yet as he still has some gang wars and other activities to do before completing all of the work and goals. The plan is that Johnny and the club spend a few weeks to months in Liberty City before moving out of the city later.

First off, Johnny has several plans to complete his time in Liberty City before moving out. He must complete half or all of the possible gang wars and become rewarded with stronger weapons as a result of the wars. The next task is to meet some random characters. Due to Liberty City not being a quiet place, all seagulls visible in the city must be killed. Seagulls can be found everywhere in Liberty City and are mostly in public locations.

After completing the wars and killing seagulls, Johnny must win some races as a part of completing the goals in Liberty City. With that, Angus bike thefts must be completed as well. That means Johnny must steal new motorcycles for The Lost. After stealing some motorcycles, he must also complete Stubbs' dirty laundry jobs and missions.

Finally, Johnny is already completing his last goals throughout the times in Liberty City. During weekends, he keeps spending time in the clubhouse and hangs out with his friends as well as doing activities there. There are even some days where Johnny never leaves the clubhouse due to many activities he can do inside until the destruction.

After completing the main job, Johnny must hang out somewhere else. With all the tasks ready to complete, he will be ready to leave Liberty City at the end.

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Chapter 5

However, the weekends have not been included. Since Johnny begins his main set of jobs and missions, he has been completing other tasks for his completion throughout all of the weekend leading up to now. He often starts a gang war with enemy gangs like the Angels of Death with his fellow friends and other members of The Lost. On other weekends, Johnny does some other tasks like hanging out with his friends either around the city or in the clubhouse before the clubhouse was destroyed later in all of the stories leading up to now.

This period of missions from the start and end of the main mission lasts for only six weeks. The start of the first mission where the bikers cruise to the clubhouse, to a workshop, and the Angels of Death hideout, happens a week and five days after Niko Bellic arrives in Liberty City. That means that over the course of the six weekends with two days each, Johnny has been fighting against enemies and hanging out to complete his own game in Liberty City.

However, the combination of working missions and completing the game during the weekends do not actually get the completion to 100%. By the last official mission, Johnny had only completed 70% of his tasks in Liberty City. Tasks that are not required in Liberty City include, but not limited to, riding the motorcycle everywhere where people would normally walk, often inside the buildings and even inside houses.

Like some rare people in Liberty City, Johnny can access a computer and learn new moves by researching on the computer and calling the correct phone number. Each phone number has different results, and they are all in a different phonebook.

Examples of new moves include gaining ammo and health/armor by either calling the correct number or the special contacts. Using this method, Johnny can also spawn new

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motorcycles if one of his own breaks down and can no longer be fixed. Even still, he can still use his new moves on the phone to fix his motorcycle if any part of it breaks. Johnny's health is also fixed with armor along with the motorcycle or any vehicle he drives off. This is very useful when in a big gunfight which involves a lot of enemies shooting at him with accuracy.

During the six weekends, Johnny also spends time in his clubhouse doing various activities. Unlike other homes, the clubhouse is big and more public to the gang. There are some days that Johnny stays home the whole day since all of the activities are provided and offered in the house. During some missions and a few weekends, Johnny also has to escape some cops by evading them away. However, he still has not learned how to call a phone number that actually and always forgives him from being wanted by the LCPD and other police.

During the first three weekends, Johnny always does some side missions and hangs out with friends often. However during the last three weekends, Johnny does tasks that are not required for his completion since he reserves the rest of the completion tasks to be done after the official missions have been completed. He also wants to stay in Liberty City for a while to use his motorcycle all over the place from the roads to near restricted areas like the airport.

Johnny also likes to ride his motorcycle on the subway tracks. He often starts in the Star Junction station and rides on the two lines to prank and show everyone on the station. The show for each station often lasts until either Johnny feels like moving, or when the subway is arriving at the station. Johnny always proceeds and stops at the next station before the line ends. Since the motorcycle cannot resurface on the platform, Johnny has to find a way out somewhere else.

The show for each subway station often includes the motorcycle braking for a sudden stop at the beginning followed by a drift show and moving on the tracks within the station. This

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often scares people waiting for the subway and even scares some others away into not riding the subway since they are expecting another unexpected motorcycle show around. Sometimes, Johnny pulls out a gun and makes a show of drifting and shooting a gun at the track in a simulation of the exhaust system. Sometimes, he shoots at a random passenger which causes the cops to respond to the crime on the station. Since the subway is underground, they are a place for escaping the cops, so Johnny often escapes the cops through them.

Not to mention about rare police shootouts with some new and stronger weapons. Sometimes, Johnny feels reckless in the clubhouse that he starts a shootout there and right at home. The police then swarm the house and find Johnny where Johnny shoots the cops. This causes the other Lost members to flee away from the clubhouse and somewhere else. The shootout would then get so intense that the gunfight lasts for a whole day, with Johnny either escaping the cops or fleeing to another house later in the story before sleeping.

The clubhouse is not the only place for the shootout but other places as well. For example, buildings that Johnny often visits have some daily shootouts. The shootouts are never required for a completion though. Sometimes, Johnny visits places that his friends go to often.

In terms of that, there are some areas of Liberty City and Alderney that Johnny likes to visit, but often hates the very important places of the city. He only likes the places where the bikers go there often of any territory. If he ever goes to the enemy territory, he would start a war with those members and sometimes cause an outdoor shootout.

Finally, Johnny also sees some malfunctioning swing sets. He is not too interested in the swing sets though. He knows that the swing sets are too dangerous to play around with since anything can fly like a projectile and cause injury, explosion, and possibly death.

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Near the end of the story, Johnny now has two safehouses with the only time of the period to have that. This is best for escaping the cops since the cops would be unable to find anyone in a second or new safehouse. Not to mention that all three of the important people have met each other during the museum fight, although one seems to be the enemy though. However, all three should work together one day before leaving the city for good.

At the end of the story, Johnny has already completed most of the tasks he needs. All he needs to do is basically a few more. Other than the main mission, all of the side missions are to be completed during the official missions period while others are for weekends only.

Either way, the fun continues to happen. Now all Johnny has to do is to complete everything needed for the gang, and then the gang would be moved somewhere else after all of the biker gangs have already left the city due to less freedom than the rural places.

However, the others have not completed their official missions yet. Official missions still happen for the other two important people going around. Finally, the house should be well organized with activities during the day and spending time at home at night.

Now the plan is that in the morning, everyone has to wake up around the same time and not at different times. All three have similar abilities and some different ones as well depending on their interests or what not. In the very early morning, everyone has to get ready for both the work and their activities depending on the time of day. All have different time windows for their friends to hang out. For example, some still want to hang out everyday while others can do the same only on specific days. Lunch time is provided with either the grocery or the restaurant food. During sunset, all activities end, and everyone goes home to sleep for the night at the same time.

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Chapter 6

With all the background history and all the weekend tasks Johnny did, the plan is now to finish up all the tasks. From the last main mission to yesterday, Johnny only reflected the general tasks other than the main missions such as weekends as well as other times. However, he is not aware of the count of the tasks completed and the percent completion until he researches on his phone and computer about the statistics when it comes to tasks completed and action records.

One of the first side missions Johnny encounters is the gang war. There are 25 total gang war missions to be completed that are required for completion. Although it is unclear about the completion of the gang war side missions, less than 25 missions need to be completed after all the main missions are completed. Plus bonus days are more common to Johnny than others.

However, there are at least 50 total gang war missions that may be completed, but more than 25 missions are not required for completion. There are three types of battles, one is basically hanging out with the enemies and then shooting them down. The second is cruising battles where the gang shoots and fights while cruising around places. The third and last type is where enemy vehicles must not get away and catch them. After each gang war mission has been completed, the difficulty tends to rise. However, The Lost MC also gets upgraded per completion, so stronger side missions may not be as difficult but far more tough for both sides of the mission.

After at least 25 gang war missions have been completed, Johnny does not need to do a lot more than 25 and can do other tasks first, all of which counts towards the completion.

The next task Johnny needs to complete are a dozen bike races. These races are not that equal like the gang war missions and range from short distances to races that take place all over the map. After all twelve races have been won, Johnny makes progress towards completion.

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Angus' Bike Thefts are available after "Bad Cop Drop", after which Jim Fitzgerald will eventually contact Johnny through the mobile phone regarding a business opportunity to procure a number of bikes, instructing him to call Angus for the job. The call is technically its own task, "I Want One of Those", that is complete when the call ends, although bike theft missions are then available. This set of side missions is where Johnny must complete next for completion.

The outline of Angus' Bike Thefts is basically the same as Exotic Exports and Stevie's Car Thefts in that Johnny is required to steal and deliver ten motorcycles to the Lost MC Clubhouse for Angus to sell to a contact who intends to export the bikes to Japan. Each theft is only initiated once Johnny contacts Angus through their mobile phone (by selecting the "Job" option under Angus' phonebook entry), prompting Angus to point out the location of a bike and possibly the behavior of its rider. On most occasions, the bike will either be parked with people nearby (hostile or otherwise) or being driven around a specific part of the city. Johnny is required to steal it and drop it off at the garage down the little alleyway to the right of the Lost MC clubhouse, after which Johnny is given an appropriate payoff depending on the bike's condition (\$1,400 for no damage; \$900 or \$600 for moderate damage; \$400 for heavy damage), and an autosave. Whenever Johnny attains a wanted level during a theft, Johnny must "lose the cops" before they can proceed to conclude the theft.

Like Exotic Exports and Stevie's Car Thefts, the thefts are actually randomized in each playthrough (although it is still possible for the order of theft to remain the same after Johnny completes the first theft). However, the models of bikes to be stolen is certain to vary each time the same theft takes place, with Johnny tasked to steal anything from a PCJ 600 or Hakuchou to a Wolfsbane or Sanchez. Also, unlike Exotic Exports and Stevie's Car Thefts, the thefts have

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specific mission names to go along with them. However, this is not the last mission Johnny has as he still has a couple more tasks to complete, in which there is one more work job left.

Stubbs' Dirty Laundry is the next and last work mission before the rest of the tasks are all about fun tasks to complete. There are five side missions in this set for a week or less.

The first mission involves Johnny going to the Superstar Café to kill one of Stubbs' politician friends/fellow Congressman. The second mission involves Johnny going to Bryce Dawkins' mansion in Westdyke and stealing his orange Infernus. Johnny then takes the car to a mechanic in Acter Industrial Park, Alderney. The mechanic fits a bug in the car, to allow Stubbs to expose Dawkins' homosexual relationship with Bernie Crane. For the third mission, Stubbs informs Johnny to drive to the indicated area to help a CEO friend of his, who has been earning a bit more money than she should have, and just been arrested by an FIB and LCPD task force. For the fourth mission, Stubbs asks Johnny to go to Traeger Road in Port Tudor and get a photo of a fellow Congressman with a hooker. Stubbs will inform Johnny for the fifth and final mission that someone has sensitive information and is ready to go to the press.

Now Johnny has three tasks left to do before completion. He has to kill fifty seagulls, find Malc and Dave Grossman randomly as a random character task. Finally, he needs to hang out with Terry Thorpe and Clay Simons for every activity and win all games either with them or with another set of strangers or himself. Johnny reaches 100% completion shortly with rewards to buy unlimited amounts of ammo but is only effective for major fights like more gang wars. After all the hard work Johnny does, unlimited ammo is the only reward, and cheats are still better.

Before Johnny relaxes in his new safehouse since the main completion, not this one, the cheats thanked by as they provide assistance to completion. Last, Johnny relaxes and rests.

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Without important rewards, Johnny makes a new set of plans to complete some but most likely not all non-required tasks for 110% completion. That means completing optional tasks beyond the required tasks for fun. While other friends may have explored most of Liberty City, Johnny only wants to explore parts of the city where bikers live and explore. This limits other players as they are responsible for doing their own actions. There are only a few tasks left for the story.

The first task after 100% completion is the random encounter with Brian Jeremy. This is located in Argus Street in Acter, Alderney. After randomly encountering Brian, Johnny follows him towards the parking lot in Algonquin where he most likely kills all the attackers. After that, he chases Brian and either kills him or fails to do so. Either way, this task is not required.

After at least 25 gang wars, or half of all have been completed, the other 25 does not need to be completed but can give a lot more rewards. For example, completing all 50 gang wars or battles count as one war to be completed. Johnny seems to have the gang expand to new places as well as new members from taking over enemy land. However, this type of goal cannot be done unless the gang war has been completed. These gang wars are to happen throughout the week.

For each weekend, Johnny continues to do the required tasks beyond the required amount of activity to do such as playing around the city as well as exploring parts of Liberty City and the state of Alderney. These serve as breaks between battles that happen everyday for now. Around this time of week, other tasks that are not required are fully or partially completed, depending on the length and interest of each task. Most likely, not all tasks are to be completed unless Johnny is interested in completing everything, which seems impossible unless otherwise possible.

Every Monday through Friday, Johnny begins each battle and wins at least one per day. Of all 25 remaining battles left, all of them must not fail. However, The Lost MC gang wins most

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battles but fails the other half of the war where they must be retried. Things get easier when the rewards for every ten battles include stronger guns. Since Johnny is now the de facto president and leader of The Lost MC, he can use the most powerful weapons like explosives and carbine rifles with better accuracy. With basic fighting methods like covers and shooting from a distance, enemies tend to shoot with low accuracy, but accuracy increases the closer to the enemy there is, unless there is cover to be taken. In each battle, at least one unknown gang member dies from the same team. The enemies must be cleared or killed in order to win, so the gang can move on.

Once all 50 battles of the gang war have been completed, five best weapons are rewarded to the safehouse. These five weapons are always tested, though the grenade launcher is the last to be rewarded. The other four weapons are tested the first time whenever each sequence of battles by ten have been completed. Finally, Johnny settles down and rests by sitting or laying down.

Johnny begins the next day and plans on completing more optional tasks. Although many tasks are shared with one or two players, these are completed in different regions. Most likely, the time that Johnny makes is scheduled along with few main missions plus more minor missions can be different compared to another schedule. However, Johnny is experienced with Liberty City and Alderney, so there is no need to do as many required tasks as the new immigrants do right now.

By the time Johnny makes 100% completion, he might have known the news about two final events, also known as final missions, to two other players. One of them involves a wedding revenge while the other event involves surviving the grenade explosion inside the plane.

Another task to complete after the gang war victory is collecting all fourteen special and rare vehicles, which is not limited to motorcycles. Since there are only four parking spaces that

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Johnny can use, ten vehicles must either not be saved or parked somewhere else. Since Johnny does not know the other two players well, he is only limited to four parking spaces. As he goes around parts of the city that are unexplored, he notices additional parking spaces similar to the one that Johnny has. It turns out that these parking spaces belong to safehouses of another player. However, this task is not required but helpful in doing everything in life along with others.

Some of the special and rare vehicles may be collected before 100% completion and did happen during the major and minor missions. They tend to happen randomly or on purpose.

An all-red Cognoscenti is seen in the mission, Phone Ho. A politician will be seen riding it to pick up a prostitute. If Johnny is quick enough, they can take it after the mission and save it. The Comet is only seen in the transportation variant of Gang Wars involving the Yardies. Johnny must quickly kill all of the defenders (and his Lost MC allies if they have Molotov Cocktails as they may accidentally destroy it) and drive it to a safehouse before failing the mission.

The Gang Burrito is very rare. It can be seen in the mission, Action/Reaction. After leaving the Angel's Clubhouse, Johnny doesn't go for Johnny's Hexer but goes for the Gang Burrito and brings it to a safehouse before failing the mission. Bryce Dawkins' unique orange Infernus is seen in the mission, Knowing Me, Knowing You. This is notably the same vehicle given to Niko by Bernie after completing Buoys Ahoy. To obtain it, Johnny must simply get into the Infernus and call Stubbs to cancel the mission, then store it at a safehouse.

The Laundromat is only seen in the mission, End of Chapter. When the van comes, it cannot be destroyed. Later when Johnny is asked to chase down the remaining bikers, he can get in the van and take it to the nearest safehouse. This will obviously fail the mission. The Prison Bus is only seen in the missions, Off Route and Get Lost. It's recommended to save it during Off

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Route as Johnny can easily obtain it by killing the driver and then storing it at a safehouse before failing the mission by committing suicide. It can also be obtained in Get Lost, but it is a lot more difficult and requires time and patience. A unique robin-egg blue Rhapsody is seen in the start of the mission, Off Route. To obtain it, Johnny can store it in a safehouse and continue.

The Regina vehicle is only seen in the mission, Heavy Toll. The enemy gang members may use a Regina to chase Johnny. To obtain it, Johnny will need to slowly lure them towards Niko's South Bohan Safehouse and kill them before storing it in the parking space and finishing the mission. Another way to obtain it is to steal the first Regina that pulls up to the toll when it has passed and stopped, drive towards Bohan to result in a mission failure, then if Johnny is lucky enough, Reginas will spawn in front of him in traffic.

Roman's Taxi is only seen in the mission, Roman's Holiday. Once Roman is in, let Roman out and kill Malc to fail the mission, then store it at a safehouse. The Slamvan is very rare. An opportunity to obtain it is in Gang Wars involving the Angels of Death, they may sometimes be seen driving around in it. The Tampa is unobtainable and can only be seen in the beginning of the story. However, it can be obtained as a regular vehicle by another player. A flatbed variant of the Yankee is only seen in the mission, Liberty City Choppers. Johnny must kill Jim to fail the mission, then store the Yankee at the nearest safehouse such as the one in Alderney.

A unique lime-green and yellow Bati 800 is seen and can be obtained in Malc's first random encounter. Jason Michaels' blue-lustered Diabolus appears during the mission Angels in America. In order to obtain it, Johnny needs to kill Jason to fail the mission, then take his bike and store it at a safehouse. During Brian Jeremy's appearances, he has a crimson red Diabolus that can be obtained. A Double T Custom can be seen after completing the mission, Shifting

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Weight, where it would be parked right in front of Johnny. Another opportunity to obtain it is during Bike Races where it can be found in the hands of rival bikers. A Hakuchou Custom can be seen after completing the mission, Heavy Toll, where it would be parked right in front of Johnny. Another opportunity to obtain it is during Bike Races where it can be found in the hands of rival bikers. These are the motorcycles that may be obtained throughout the story.

Johnny Klebitz owns a custom blue-and-white striped Hexer. It can be seen parked in the alleyway outside the The Lost MC Clubhouse after waking up or obtained in certain missions. The Nightblade, like the Wolfsbane, is very rare and very difficult to find. A chance to get one of them is during one of Angus' Bike Thefts where Johnny can go to a parking space and fail the mission. Another opportunity is during Malc's first Random Encounter, just kill Malc or DeSean after they are killed by the Angels of Death and steal one of them. Sometimes, it may also spawn in the hands of rival bikers in Bike Races. The Wolfsbane, like the Nightblade, is very rare and very difficult to find. An opportunity to get one of them is during one of Angus' Bike Thefts, just go to a parking space and fail the mission. Another opportunity is during Malc's first Random Encounter, just kill Malc or DeSean after they are killed by the Angels of Death and steal one of them. Sometimes, it may also spawn in the hands of rival bikers in Bike Races.

After thinking of collecting unique vehicles, Johnny notices that not all vehicles that are mentioned become stored at the safehouses. In short, attempting to obtain all fourteen vehicles could have resulted in multiple missions failures and sometimes sacrificing for possible death. This task is never required for 100% completion and cannot be done unless a chance is made.

Other non-required tasks are much more difficult to complete than the required tasks, but some of them are safe while others can be deadly. However, many of the non-required tasks are

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shared with the other two players, so these are either going to be skipped or divided into three of all sections to explore. Here is the complete possible list of optional tasks to be done or not.

Some of the non-required tasks are completed while the rest are not. Saving unique and rare vehicles are impractical or impossible, but exploring and setting all locations in the states are possible, fun, and unreasonable due to privacy reasons and too many details. However, the fun part of exploring involves simply going to the most famous places first and moving into the more boring part of the adventure. Vacation is the most fun optional task and is partially completed.

Purchasing all of the MP3, SFX and Themes at Vipluxuryringtones.com, getting the ringtone St. Thomas by giving the busker \$10 three times, and adding ZiT! as a phone contact is the set of optional tasks involving customizing the cell phone. Playing arcade games, visiting all websites, and watching all the TV programs takes too much time to complete, and they can be done in so many orders and arrangements. Building friendship's toughness to 100% and flying a helicopter under all fourteen bridges are tasks that can be done but optional and challenging.

These optional tasks are not that important to all three players. Some of these tasks are more important than the others, and some of them might have been completed in the past and may not be redone. They are done along with required tasks as rather fleeting than focal.

However, a set of optional tasks involving being on vacation at home is done by not only Johnny but also the other two players. One of the other players is an immigrant and spends most of the work doing required and optional tasks but inexperienced. Another player is experienced and does smaller tasks. All three players explore Liberty City and Alderney in different ways.

Finally, more optional tasks can be created by choice. These tasks fall under the general tasks that are possible and can be done in so many ways, so completing all is too much for all.

However, two final tasks from Johnny involve messing around the crowded public places and planning to either move The Lost MC or expand the gang beyond Liberty City. The plan is just to mess around in public areas first and circulate the subway systems as well as messing near the sidewalks and walkways around the city. This task involves using the motorcycle in abnormal locations and possibly opening violence. The final task is simply moving the core chapter out.

One day, Johnny checks out of his house and begins a normal day by getting out with his motorcycle. Instead of going to work for missions like normal, he makes his way east towards Algonquin and then enters the subway tunnel by dropping down at the start of the tunnel before moving south inside the tunnel. This is located along Frankfurt Ave northwest of Middle Park. In the tunnel, Johnny continues southeast inside the tunnel and enters the first subway station while slowing down quickly, where the motorcycle all of the sudden makes such a sound or noise that makes the passengers think there is drifting going on. Then, the passengers notice something.

The passengers that are waiting see the smoke coming from the motorcycle before they react and get scared. Some of them run away from the station while the others watch in horror. Johnny then both uses the gas and brake controls, which causes an unusual show with noise but lasts for a short time. The show ends when a subway train approaches the station.

As soon as the subway enters the station, the motorcycle goes away with both noise from the acceleration and the pistol gunshot. The pistol is not used to kill someone or something this time but to make noise, so passengers can think that the motorcycle is making that noise in order to go faster like if it is upgraded. This results in police attention that it is indeed a gunshot.

Johnny continues to move along the line between sunrise and the middle of the morning. He stops at every station and repeats the same steps as the first station. However, Easton Station

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is the only station where Johnny can make the show last for at least an hour, and passengers are surprised by the event. Because of the purpose to make passengers experience horror without the real violence happening, the short journey around the line works until ending at Frankfurt Low.

During the day, Johnny messes around the eastern regions of Liberty City for the rest of the morning, beginning at Bohan. It is normal for motorcycles to move around the streets of the city but not normal at or near interiors, except for the parking. However, it is really not normal to have motorcycles inside buildings, but there are chances throughout the day where customers in the buildings are surprised, which results in Johnny being wanted by the LCPD. Once the LCPD is evaded, Johnny finishes off the horror in the morning by entering the last few buildings.

In the middle of the day, Johnny returns to a normal way for the day in the middle by the lunch break. This is not a structured work task but rather a fun way to mess around the city.

In the beginning of the afternoon, Johnny begins the second half by using the motorcycle in more unusual locations such as the walkways in Middle Park, where the pedestrians are scared of the horror such as getting run over. Once Middle Park is explored, the motorcycle enters various big interiors where the customers are either worried or flees. Some customers call the LCPD, where Johnny is once again wanted. After escaping, Johnny goes through Firefly Island in Broker.

From there, he moves up to Hove Beach Station after difficulty moving the motorcycle upstairs. He follows the green line, which consists of the 8 line in Broker and the A line within Algonquin. The red line runs in the opposite direction with the 3 line and the J line.

By the end of the work day, Johnny enters the Easton Station with his motorcycle when workers trying to get home are surprised once again. Some passengers have seen it before in the

morning while the others have not. Either way, half of them flees from the station while the other half stays in horror until the train comes. Once the train comes in a direction to hit Johnny over, Johnny and his motorcycle moves away with a few pretend shots as if the noise is made just to accelerate. Some passengers assume that kind of noise while others are close enough to see the pistol tricking the rest of the station. Those that notice the pistol call the LCPD in horror.

Once Johnny leaves Easton Station, he moves towards the next station to repeat the steps until the station is in horror, ending with a wanted level. This continues to repeat until Johnny finally enters Manganese East station, which is the last station in Algonquin to the north before entering Dukes. Johnny then exits the tunnel by sunset before having to go all the way home.

He uses his motorcycle to return back home to Alderney. The time to go back home is a lot longer because going through Algonquin requires so much waiting and slow movement. By the time Johnny returns home in Alderney, sunset is already over, and bedtime has just started.

However, the journey out of Liberty City is coming shortly. There are lots of ways to just expand the gang beyond the Liberty City Chapter. Since the peak of the Alderney Chapter, the gang wars that are required for completions as well as the ones that are optional helps The Lost MC possibly expand throughout the city. Now the goal is to move beyond the city.

With Johnny now taking over as the leader of the gang, he then makes Liberty City now look a little different from before. Meanwhile, the optional way to get out is simply either into the airport or through the countryside just beyond the city in the two states nearby.

The chosen way to expand is when Johnny goes to Francis International Airport to fly out of the city and into other locations. Finally, The Lost MC expands by getting another airfield.

The Ballad of Gay Tony

Chapter 1

During a bank robbery in a Bank of Liberty branch in Chinatown, Eugene Reaper talks about his dangerous idea of fighting back against the bank robbers with Luis who was at the bank for his boss, Gay Tony. Luis dismisses the idea, but Eugene goes along with it, fatally shooting Michael and getting killed himself. Shortly after Michael is killed, the bomb explodes, destroying the door that leads to the vault. While the robbers steal the money from the vault, Luis escapes alive, walks around Liberty City while the cops and robbers fight nearby, and heads over to Tony's, where he first meets Rocco Pelosi and Uncle Vince, who comes to collect some money Tony owes him. Afterwards, Tony and Luis leave for the clubs: Hercules and Maisonette 9. Luis later meets his friends Armando Torres and Henrique Bardas and drives them home, before going home himself and finding himself in the early morning.

Luis receives a text message from Tony to meet him at the Maisonette 9 club. He drives to the club, arrives at the club, and heads inside, waiting for Tony to conclude a phone conversation. Hereafter, Tony rushes Luis back outside. It appears he needs to be driven to a location in Chinatown, to do business negotiation for Rocco.

Luis and Tony get into the Schafter and head over to Chinatown. Tony gives Luis an Assault SMG, which Luis calls some "sci-fi shit". A Chinese mobster is speaking with a familiar character when Luis arrives at the meeting. After Luis is rather clear that he and Tony aren't patsies to sort out the Chinese character's licensing issue, a gun is drawn. Seemingly in a bind, Luis eventually overpowers the Chinese mobster, kicking the gun out of his hand and sending

him into an unconscious swoon on the concrete ground. Unfortunately, a bullet is fired off from the gun, and the noise from the shot has alerted his friends.

The battle begins. Luis uses his Assault SMG to descend the building, killing everyone blocking Luis and Tony's way. Some enemies have grenades, so Luis carefully goes through those narrow hallways. There is a Combat Shotgun in one of the unfinished rooms, and some armor in another for Luis to get. Luis reaches the bottom floor, gets into the car, and drives Tony back to his home. Luis then enters his apartment for his lunch break.

After lunch, Luis learns that his mother, Adriana has amassed a debt after losing her job and has turned to a shady loan shark named Mr. Santo. Santo is pleasant with Luis' mother, but when alone with Luis, threatens to burn her house and belongings. Mr. Santo creates a plan to fix an underground fighting match with the L.C. Cage Fighters - a group Luis was affiliated with before his prison term - and earned a hefty sum off the betting, enough to pay off the debt. Although wary of the loan shark, Luis reluctantly agrees.

Santo walks Luis to the ring's entrance, which is in an alleyway one block south of his mother's house. Luis gains free entry into the fighting area for this mission. He then receives an overview of the fighting area, and the betting booth outside the ring.

Luis starts to defeat the first two fighters: the first fighter is a bulky chef, and the second is a muscular ruffian. Santo tells Luis to take a dive against the third fighter, who is a scrappy hobo that has fought him in the past. He then pulls a knife on him, and Luis will be able to kill him. If he takes the dive, Santo will acknowledge his mother's debt as paid and never physically show up again. Luis then clocks out of work and is done for the day. As a result, he goes back to the apartment and relaxes for a few moments. Last, he sleeps in bed.

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Luis wakes up again and gets ready for another work. He heads out with his old friends to go to a drug deal they set up. Along the way, Luis argues with them about the time he spent in juvie and his employment by Gay Tony. Armando hands Luis an Automatic Shotgun and 15 grenades. When they reach the place, however, they learn that the police have bugged Armando's phone. The dealer runs off, but Luis, Armando, and Henrique face a wave of NOOSE officers. Luis takes down the officers, but a helicopter appears and drops off more NOOSE officers. Luis kills them and the trio runs off to escape, but the chopper comes back. Luis takes a Rocket Launcher from the back of a NOOSE Van and takes it down. He gets in a car with his friends and drives them back to their place in Northwood. Along the way, Armando and Henrique request Luis's help with their various drug deals. Luis then takes his lunch break.

After lunch, Luis goes to his mom and Armando. Inside, mom serves food to Armando and Henrique. She argues with Luis about trying not to be like his dad. Once it ends, Luis has to drive Armando's Cavalcade to a location near the bridge in Bohan. When they get there, a shipment of heroin gets loaded into the Cavalcade. As soon as this happens, a rival gang armed with Carbine Rifles shows up and attacks Luis. Once they are killed, Luis follows Armando to a garage in Northwood and “clocks off” his work for the day.

Luis wakes up and gets ready for the day. He heads to Tony's apartment where Tony tells Luis that he has issues with the Ancelotti Mob, namely Rocco Pelosi and his uncle Vince. Tony tells Luis they are going to the golf course in Westminster. Luis asks Tony if they are going to take a nine iron to Rocco's legs. When they get there, Rocco is trying to hit a Union Official with a golf ball, but is failing to hit him. He gives Luis the club and goes to control the caddy, and Luis is told to hit the official. Once the official gives them the information, the Messinas appear

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and start shooting at Rocco, Tony and Luis. Once Luis has held off the attackers, the trio escape and Tony asks Luis to take him back home before lunch break.

After lunch break, Luis arrives at Tony's gay club, Hercules. He is immediately ordered out of the club, and is told to enter Tony's car. He meets Gracie Ancelotti and is told to drive her and Tony to her house in Alderney. Gracie shows interest in Luis, who upsets Gracie when he doesn't return her feelings. Luis explains that he doesn't date mob daughters following his negative experience with Dani Lupisella.

Tony brings up that they need to fix their The Celebinator problem, and when Luis drops the two of them off, he is ordered to go to TW@ to set up a meeting with him. After setting up a meeting, Luis is done with work for the day and heads back home for the night.

Luis wakes up and gets ready for work again. He returns to Tony's apartment, walks in, and finds Evan Moss dancing while Tony is taking some medicine in his room, ready to kill himself. Luis takes Tony to the bathroom to wash his face, before headbutting Evan for letting Tony get into that state. Feeling a little better, Tony tells Luis that Rocco Pelosi wants him to kill three targets from the LTA using Sticky Bombs to look like a terrorist attack. Noticing that Tony was not in the best condition to use explosive weapons, Luis knocks him out and takes the batch of Sticky Bombs to do the big job himself.

First, Luis drives to a crane machine in Frankfort Avenue, sets sticky bombs on the base of the crane, and detonates them, causing it to collapse and kill the target.

Next, Luis heads to the tunnel exit in North Holland in order to kill the target when the subway train arrives. He uses his RPG to destroy the subway car, killing the second target. The subway is destroyed and also blocks off the track, closing off parts of the line.

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After blowing the train up, Luis travels to Francis International Airport and then destroys the head of the LTA's private jet. After that, he escapes the airport and evades a 2/4-star wanted level. Luis calls Tony, and Tony tells him that he and Evan have broken up.

Luis takes his lunch break before arriving at Maisonette 9 for another shift and after flirting and having sex with one of the guests. He is introduced to Ray Bulgarin, one of Tony's major debtors who was asked by Luis to keep him and his brother company while he attends other business. There he proposes Luis cut ties with Tony to work with him during their private meeting as they feel Luis is more competent than Tony ever will be. Tony returns from his conversation with Rocco and considers the prospect of selling the club to the Russian Mob much to Luis' chagrin before being told to drive him somewhere.

After the meeting, Luis drives Tony to Bahama Mamas. During the drive, Tony explains that Rocco Pelosi wants Luis to seduce Monique, the girlfriend of Bahama Mamas owner Vic Manzano as part of the deal to pay off the debt owed to the Pelosi. The duo arrive at the club before Tony drives off. Luis enters the club and finds Monique on the dance floor. After dancing together, Monique takes Luis to the back office and gives him oral sex, whilst telling Maurice, a bouncer, not to disturb them. However, Vic arrives and walks into the office to find Monique under the table with Luis sitting in his chair. Vic, having lost his temper, attacks Monique and pulls a gun on Luis who realizes the whole thing was set up by Rocco to end with either him or Vic getting killed. When Vic points the gun at Luis, shoot him and pick up his Pistol .44.

Luis walks out of the office with the club bouncers becoming hostile, so Luis shoots them back. As a result, the clubbers flee away from the club shooting. Luis heads for the front door upstairs and continues shooting. After murdering the bouncers, Luis leaves the club and calls

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Tony who was surprised to find Luis angry at him for Rocco's deception. Finally, the job is done for the day where Luis goes back to his apartment and sleeps for the night.

Luis wakes up again and gets ready for work. He arrives at Tony's apartment, showing Gracie, Sharon, Evan and Rocco having a coke hit at Tony's apartment. He walks in looking for Tony, who called him in earlier. After having an exchange with Rocco, he finds Tony passed out on the floor. After waking him up with a brisk dunk in the bathroom sink, Tony tells Luis that they're going to purchase some 2 million dollars worth of diamonds off a smuggler in Broker. As they leave, Evan decides he wants to go as well.

Luis drives the Stretch E with Evan to the docks where the Platypus is in Broker, where The Cook is waiting. He listens to Evan whine but tries not to damage the limo too much. Once he arrives, the deal goes down. At first everything is fine, but soon Johnny Klebitz and the Broker Chapter of the Lost biker gang show up to crash the deal. Luis and Tony dive into one limo, and Evan with the diamonds jump into another. Now, Luis rides the limo with a shotgun and Sticky Bombs in order to hold off the chasing bikers and vans. As the limo makes its way into Algonquin Bridge, Luis shoots the bikers and the roadblocks. Once the limo arrives at Algonquin Bridge, an APC shows up, along with a NOOSE Annihilator. Luis throws as many Sticky Bombs as possible until the APC explodes, and two or three to drop the chopper. At the end of the bridge, the driver is shot, and Luis regains control of the limo. Luis escapes and loses his wanted level before going to Hercules. Inside, Tony tells Luis that Evan is killed, apparently while bleating online about his impending doom at the hands of Johnny Klebitz, and the diamonds are lost. Later, Luis takes his lunch break. From there, he has enough time to have fun for anything before returning to work for the afternoon half of the day.

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After lunch, Tony calls Luis to let him know that someone whom Tony owes money needs some help. Mori and Luis talk about the situation while the two travel to the docks. Once there, they meet some drug dealers that Mori had ripped off in the past, and so refused to do business with him anymore. Mori tries to force them to hand over the goods, which prompts them to become hostile and start the ambush. Luis and Mori manage to kill them and board a speedboat, in which they chase down the fleeing gangsters. Mori shoots at the boats and tells Luis to throw sticky bombs onto each of the three boats and detonate them. After all three boats are destroyed, Luis drops Mori off at the shore and is done for the day.

Chapter 2

Yusuf wants to take an attack helicopter called the Buzzard. This aircraft belongs to a group of arms dealers, and is located on a yacht. Luis makes his way to the boat using Yusuf's speedboat. He infiltrates the yacht without being seen by security, and then steals the helicopter. While Luis is returning to the Yusuf's heliport, Yusuf calls him and requests that he go back and destroy the yacht with the Buzzard, killing Frickie Van Hardenburg in the process. After spectacularly sinking Frickie's yacht, some of the arms dealers flee in speedboats, so the final task is to eliminate them. The dealers end up in the casino, and Luis kills them.

In Yusuf's apartment, Yusuf will be on the phone with a business associate. Then his father calls, and Luis realizes that all of the money, wealth and material possessions around him aren't really his, but his father's. Undeterred, Yusuf needs Luis to come along with him to somehow legitimize it. Yusuf and Luis head outside and drive to Rotterdam Tower for a meeting. Upon arriving, Yusuf asks Luis to go up and scope things out. Luis then arrives at the

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observation deck and sees Tahir Saaed and Ahmed Khaleel. Both act suspiciously and repeatedly question where Yusuf is. Suspecting something, Luis threatens Tahir to let him know what's going on. When he refuses to talk, but hints that Luis just walked into a bad situation, Luis throws him off of the building. Tahir lands on a taxi, badly damaging it, and dies, while Ahmed flees. NOOSE agents start closing in. They are then ready to shoot.

Luis starts to chase Ahmed, while shooting both officers and NOOSE Annihilators. He eventually corners him at the very top, where Ahmed reveals that he and Tahir wanted to get Yusuf on a wire for NOOSE so that they could then take over his business. Ahmed then gives Luis a parachute he was planning to make his escape with, before Luis lunges at Ahmed, who steps back, falling off the spire to his death. Luis then equips the parachute and jumps off the building, landing safely on the ground and escaping from the police in the process.

After jumping off the tall building and escaping, Luis and Tony kidnap The Celebinator who has been trash-talking Tony's clubs on the internet. They take him high above the Statue of Happiness in Yusuf's helicopter and, after a few punches or slaps, Luis throws the blogger out to scare him. Luis then jumps out of the helicopter after the blogger, catching him in mid-air and utilizing a parachute to glide him to safety on the island. The blogger limps off, adequately debased and having soiled himself, and is never seen again by Luis.

Mori explains to Luis that they must go to the Algonquin heliport to get onboard a helicopter. The two drive to the heliport in Mori's Buffalo, while Mori says that this competition is for "high roller cats" only. Upon arrival, they are given parachutes and are lifted up above South Algonquin, receiving instructions on the fundamentals of the race. Luis races in the speedboat to Westdyke and then races with a car to Middle Park.

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After the race, Luis goes to the club and then flies to the museum to kill several guards and Mori Green during the diamond exchange. While Niko and Johnny fight Jewish mobsters in the right and left hallways, Luis drops down from the scaffolding and chases after Isaac Roth. Luis knocks Isaac unconscious and makes his way to the roof, where he escapes in Yusuf's gold-painted Buzzard after destroying three NOOSE Annihilators. This job involves a lot of killing for all three main members and a lot of escaping after the museum fight.

Chapter 3

Later, Luis meet Gay Tony who tells him that Gracie has been kidnapped by some Irish goons and some guy who came to look at her pink Feltzer. Her father believes that Gay Tony is to blame for this so Tony insists that they go look for her. After the instructions end, Luis goes to the helipad and uses Ancelotti's helicopter to look for her. Gay Tony tells the location of the last known location of the kidnapper, and Luis have to follow him to her location. Luis finds out where she is kept, and Gay Tony texts her location to Don Ancelotti, who sends out thugs to get her back from the Leftwood apartment kidnapping.

Mori gives headsets to Luis and Brucie for communication for the 'run', and says nothing further about what's about to happen. Then, a race is going to begin. Once the race begins, Luis follows the other racers while being chased by the cops. After winning the race and escaping the cops, the mission is done and also completed.

In this mission, Luis Fernando Lopez must silence some crooked investigators of Marki Ashvilli who have got some evidence against Ray Bulgarin and Timur that could send them to jail. The paid-off group of NOOSE, FIB, and Liberty City Police Department officers plan on

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raiding Bulgarin's car and planting evidence to use against him. Bulgarin wants to take the initiative and kill all of Ashvilli's private agents before they can get to him.

In this mission, Luis must steal a NOOSE APC carried by a Skylift chopper for Yusuf and take it back to his construction site in Castle Gardens. He gets in the helicopter and chases down the APC, even though he already knows how to spawn the tank. He then steals the tank and takes it back while escaping to Castle Gardens for Yusuf.

Ray orders Luis to work with his henchman, Timur. He tells Luis Marki Ashvilli won't sell him the Liberty City Rampage hockey team, likely due to the events of the previous mission, so he plans on murdering him to make the owner's position available. He sends Luis and Timur to the Higgins Helitours Heliport where there is a Maverick waiting and tells them to fly high above Middle Park so Luis can parachute onto the roof of the MeTV building to silently infiltrate the building to kill Ashvilli. Luis then goes inside the building and shoots the enemies from there. He finally kills Ashvilli and escapes to pass the job.

Yusuf wants to send a subway car to the Gulf as a decoration for his new property (an Underwater Submarine Train from the LTA, going through a delicate Coral Reef in the Gulf). Luis goes to Broker near the Algonquin Bridge and jumps on the subway train. Then gets encountered by police helicopters. Later, more helicopters arrive but this time with weapons. He shoots down more helicopters and at the station, dodges the attacks. After a while, Luis detaches the train car, allowing Yusuf to steal it with a Skylift. Lowering Luis down to the baseball diamond in Meadows Park, Yusuf departs, giving his thanks over the loudspeaker.

Luis heads to Ray's house. When Luis arrives there, Bulgarin is toting his AK-47 but Timur is nowhere to be found, and appears to be out on a job. Bulgarin tells Luis that he has

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some business to take care of, and after shooting multiple rounds through the ceiling at his screaming sister, Bulgarin sends Luis on to the place.

Luis heads to Columbus Avenue and Denver Avenue to get to a nearby rooftop. As he gets there, he finds a box with the severed head of The Cook inside. Indeed, it appears that the Diamonds were stolen from Bulgarin, knowing Gay Tony and Luis set up the deal, he wanted to kill Luis and planned an elaborate setup to do so which involved snipers and cars full of armed men. The plan failed however, and Luis lived on to despise Bulgarin. After Luis completes the mission, he then calls Tony and alerts him of the problem.

Luis meets Brucie and Roman in front of Maisonette 9 as they are trying to enter the club. Luis grants them entry and he meets with Tony. Tony explains that Giovanni Ancelotti has ordered Tony and Luis to rescue his daughter, or he'll have them both killed. Tony has arranged a meet with her kidnappers, Niko Bellic and Patrick McReary. Luis initially suggests giving the diamonds to Bulgarin, but Tony points out that they have a better chance against Bulgarin than they do with Ancelotti. After that, the instructions are done.

The duo head to Pier 45 and take a boat to Charge Island where they meet Niko and Patrick. Luis gives them the diamonds and they return Gracie, but the trio are attacked by Bulgarin's men. They escape on the boat and head back to Pier 45. Gracie threatens Luis for not killing Niko and Patrick and threatens to have them killed, before Luis knocks her out. At Pier 45, Luis gets off the boat while Tony leaves to return Gracie to her father.

Rocco will call Luis (or Luis can call Rocco) and tell him to meet him alone in the public toilets in Middle Park. Luis meets Rocco, who has Uncle Vince alongside him. During the meeting, Rocco informs Luis that Ray Bulgarin has spoken to Giovanni Ancelotti and demanded

the head of anyone involved with the diamond deal. This, combined with his daughter's kidnapping, the angry Triads from the shootout and Tony's debt to Rocco, has led Ancelotti to order the deaths of either Tony or Luis. Since Rocco would prefer to work with Luis, he tells Luis to meet them at Maisonette 9, kill Tony and take control of his clubs, with Luis and Rocco running them as partners. Luis refuses, but Rocco leaves and tells him to meet them at the club anyway. Luis drives to the club anyways after refusing the first place.

Luis arrives at the club to find Rocco and Vince explaining the situation to Tony. Rocco explains to the confused Tony that Luis is on their side, and Vince gives Luis a Pistol .44 to kill Tony with. Tony pleads for his life, but Luis reluctantly informs him that they have no other option. Luis prepares to shoot Tony, but after some hesitation shoots Vince in the head instead. This infuriates Rocco, who warns Luis and Tony that some Russian hitmen are on their way to kill them both. Luis threatens to shoot Rocco, but Tony tells Luis not to because of Rocco's made man status. Rocco flees the club, and Luis and Tony take cover. The cutscene finishes and the Russians enter the club. Luis protects Tony and kills the many waves of Russian hitmen, who are armed with Assault Rifles and SMGs.

After approximately four or five waves of enemies, Tony receives a call from Dessie, warning him that some more Russians are turning up in cars outside. Luis exits the club, where he confronts a final wave of Russians, who arrive on a car and a motorbike. Luis kills the Russians and meets with Tony again.

In the aftermath, Tony, shocked by Luis' "considered betrayal", informs Luis of his intention to sever his ties and flee the city. Luis attempts to reason with Tony, but Tony ignores Luis and walks off. Last, Luis returns home and sleeps.

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Luis and Tony have a heated argument in Tony's Apartment over Luis contemplating killing Tony on the orders of Rocco Pelosi and Uncle Vince. However, since Luis killed Vince instead, both the Bulgarin Family and the Ancelotti Family are pursuing Tony. After the argument, Luis and Tony agree that they must confront and defeat Ray Bulgarin over at Funland in Hove Beach, Broker, and also destroy the Heroin he has stashed there. Luis and Tony drive there, and Luis tells Tony—who cannot return home or to the clubs for his own safety—to wait by the Monoglobe in Dukes for a few hours. Luis promises to meet Tony there if he survives. Tony leaves for the Monoglobe and a short cutscene plays where Timur comments on Dimitri Rascalov's death, Luis continues to the next action.

Luis makes his way through the park and destroys four duck-shaped bins containing heroin whilst at the same time killing Ray Bulgarin's guards.

After destroying the bins, Luis discovers that Ray is not in the park. Luis heads to the east side of the park, killing any pursuing guards, and destroys the final bin. After the last bin has been destroyed, Timur arrives with backup and explains to Luis that Bulgarin is at the airport and is heading back to Europe in his private jet. Luis kills Timur before he has a chance to escape, and steals a Bati Custom parked outside the park, which he uses to ride to the airport.

Luis rides to the airport via the Broker-Dukes Expressway. Along the way, Yusuf Amir calls and Luis explains the situation. Yusuf offers to help, but Luis declines. However, upon reaching the Expressway, Yusuf appears in his gold Buzzard. Luis follows Yusuf, who destroys any pursuing Russian vehicles with homing missiles.

After reaching the airport, Yusuf wishes Luis luck and departs. Luis drives onto the runway and sees Bulgarin's jet preparing to take off. The plane's doors open and one of

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Bulgarin's guards begins shooting at Luis. Luis kills the guard and jumps on the plane's doors before they close. After killing the last of Bulgarin's bodyguards, Bulgarin emerges from the cockpit holding a grenade. Bulgarin threatens to activate the grenade if Luis shoots him, but Luis claims he will "take his chances". Luis executes Bulgarin, who drops the grenade. The pin comes out of the grenade and becomes live, which destroys the jet in mid-air. Luis survives and collects a parachute, and jumps out of the jet before it crashes into the sea. Luis parachutes back to Liberty City. When he reaches land, he meets Tony at the Monoglobe.

A homeless man walks the street looking for food. Luis bumps into him, which knocks over a bin. Luis helps the man to his feet and walks off, after which the homeless man finds a bag containing Bulgarin's diamonds in the bin. He then walks away.

Tony meets Luis, where the duo make amends. Tony reflects on how he squandered his ambition to see the world by going to Algonquin, where '...the world came to me.' Luis still remains a little cynical, amused that the two men have become so close considering their vastly differing personalities. Yusuf arrives and congratulates the duo for "winning", later mentioning that he wants to franchise the clubs. Tony points out that his clubs are more about the people than the style, before Yusuf replies that Tony should "Whip out your dick and piss all over them!". The three men walk away, which ends the game.

After all of the official missions are over, Luis has completed over half of all of the progress as well as some others over the weekends. The game is not entirely over yet, as Luis still has some minor tasks to get done, although a quarter of them have been done over the course of the six weekends. He also has to work in the nightclub more.

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Chapter 4

However, the weekends have not been included. Since Luis begins his main set of jobs and missions, he has been completing other tasks for his completion throughout all of the weekend leading up to now. He often works at the Maisonette 9 nightclub and watches the party over that, sometimes wanting a booty call from the club. On other weekends, Luis does some other tasks like hanging out with his friends either around the city or in all of the clubs before the events of the clubs that lead up to now, with the party nearly over.

This period of missions from the start and end of the main mission lasts for only six weeks. The start of the first mission where Luis witnessed a bank robbery by an Irish group, including Niko Bellic, with one robber shot and killed before the explosion and the robbery, happens three weeks and five days after Niko Bellic arrives in Liberty City. That means that over the course of the six weekends with two days each, Luis has been to several parties in nightclubs and hanging out with friends all over Liberty City.

However, the combination of working missions and completing the game during the weekends do not actually get the completion to 100%. By the last official mission, Luis had only completed 70% of his tasks in Liberty City. Tasks that are not required in Liberty City include, but not limited to, parachuting down the tall places of Liberty City, exploring the city in general, and to use a combination of strong weapons and the APC to take over.

Like some rare people in Liberty City, Luis can access a computer and learn new moves by researching on the computer and calling the correct phone number. Each phone number has different results, and they are all in a different phone book than the ones used to contact anyone that Luis already knows from mission to mission.

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Examples of new moves include gaining ammo and health/armor by either calling the correct number or the special contacts. Using this method, Luis can also spawn new vehicles if one of his own breaks down and can no longer be fixed. Even still, he can still use his new moves on the phone to fix his vehicles if any part of it breaks. Luis' health is also fixed with armor along with any vehicle he drives off. This is very useful when in a big gunfight which involves a lot of enemies shooting at him with accuracy along with strong weapons.

During the six weekends, Luis also spends time in the clubs doing various activities. During some missions and a few weekends, he also has to escape some cops by evading them away. However, he still has not learned how to call a phone number that actually and always forgives him from being wanted by the LCPD and other police.

During the first three weekends, Luis always does some side missions and hangs out with friends often. However during the last three weekends, he does tasks that are not required for his completion since he reserves the rest of the completion tasks to be done after the official missions have been completed. He also wants to take over the place.

Luis also likes to practice taking over the city by taking random vehicles and using the bullpup shotgun and the APC to torture them. This causes the vehicles to either become badly damaged or explode. During some days, Luis would use his phone to spawn the APC and other strong weapons and would find the best vehicles possible such as the taxis. The taxis are either stolen or rammed by the APC. There would also have to be a lot of spawn for the APC to run fast and ram the vehicles. This would damage them badly.

The bullpup shotgun also badly damaged vehicles as well as people. Shotguns tend to be more deadly when being shot closely as either a person or a vehicle. The person being shot by a

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shotgun is killed in a few shots while vehicles catch fire and eventually explode. The shotguns were the most deadly in the early 2000s, but nowadays are less deadly. However, the bullpup shotgun is still the strongest shotgun and can badly damage vehicles or even explode them. This is very useful when destroying vehicles without police attention.

Not to mention about rare police shootouts with some new and stronger weapons. Sometimes, Luis feels reckless in the clubs that he starts a shootout there. The police then swarm the house and find Luis where Luis shoots the cops. This causes the club members to flee away from the club and somewhere else, causing the party to be over. The shootout would then get so intense that the gunfight lasts for a whole day, with Luis either escaping the cops or fleeing to another house later in the story before sleeping.

The clubs are not the only place for the shootout but other places as well. For example, buildings that Luis often visits have some daily shootouts. The shootouts are never required for a completion though. Sometimes, Luis visits places that his friends go to often.

In terms of that, there are some areas of Liberty City and Alderney that Luis likes to visit, but often hates the very important places of the city. He only likes the places where the clubs are there, often of any place as well as the places nearby.

Finally, Luis also sees some malfunctioning swing sets. He is more interested in the swing sets though. With that, he can find the best vehicles to get launched. Not all swings malfunction. The only known places to have the malfunctioning swing sets are the ones in Outlook Park, Broker and the Tudor apartment in Alderney.

Sometimes on the weekends, Luis often visits the swing sets with either a stolen or spawned car since he does not want to damage his own. The swingset chosen depends on the

location Luis is currently on, choosing which one is closer. In the house though, Luis has to choose which swingset to choose since the swing sets are about the same distance, although the Alderney one is more preferred due to easier access there than in Broker.

If anything touches the swing, the swing eventually launches them out. The swing seat falls off too along with any object flying around. Luis prefers the northern swing over the southern swing if he goes to Broker, as the southern swing launches the vehicles that crash into the apartments instead of the air before landing or crashing a lot.

Not to mention that all three of the important people have met each other during the museum fight, although the two seem to be the enemies though. However, all three should work together one day before taking over for good.

At the end of the story, Luis has already completed most of the tasks he needs. All he needs to do is basically a few more. Other than the main mission, all of the side missions are to be completed during the official missions period while others are for weekends only.

Either way, the fun continues to happen for another player. Now all Johnny has to do is to complete everything needed for the gang, and then the gang would be moved somewhere else after all of the biker gangs have already left the city due to less freedom than the rural places.

However, the others have not completed their official missions yet. Official missions still happen for the other two important people going around. Finally, the house should be well organized with activities during the day and spending time at home at night.

The plan is that everyone wakes up, works, sleep, and lives at the same time. All three have similar abilities but have different other abilities and interests.

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Chapter 5

Luis now has to do the remaining side missions and other tasks in order to reach completion. He may have done some or all of the required tasks as well as the non-required tasks that are fleeting and not focal. To be clear, the work days are for major and minor missions, and minor missions as side missions are done whenever there is time left before the next due date per mission. Other tasks are done on weekends and are much more fun, involving hanging out and exploring.

Just like the biker gang war, there are drug wars. In these side missions, Luis Lopez helps his friends, Armando Torres and Henrique Bardas, in building up their drug empire by stealing it from other drug gangs in a variety of ways.

Drug Wars is introduced to Luis by Armando after completing the mission "Corner Kids". Their starting locations are marked on the map by pill icons. They become progressively more difficult, but the money earned increases as well. Every 10 Drug Wars completed gives Luis a weapon in Luis Lopez' Northwood Apartment. Completing 25 Drug Wars will raise the completion percentage. This proves how similar the biker and drug wars are.

The Drug Wars are infinite - even after completing 50 of them, Luis can still play the missions, so he can earn more money and rewards, as 50 is the basic completion.

Luis can start in the following locations. In East Island City, Dukes, he starts west of LC24 Tower. In Fortside, Bohan, the starting place is east and opposite the Fortside Police Station. In Northern Gardens, the start is opposite the Bohan Medical & Dental Center. In Algonquin, there are multiple starting points. Northwood's start is opposite the Pay 'n' Spray. In Middle Park West, it is located in front of Randolph Art Center. In Little Italy, it is south of Drusilla's restaurant. The state of Alderney also has some starting points. In Leftwood, it is near

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Gozushi! Restaurant. In Berchem, it is south of Keneckie Avenue, and another one is west of Diner Bar Cocktails. These are all the possible starting points Luis can get to.

The drop off locations are located in the following. When Luis begins in Dukes or Bohan, the drop off location is in Cerveza Heights, Dukes. This area is actually in the same location of Huang Lee's first safehouse about a year later or so in 2009. When Luis begins in Algonquin, drop off takes place at Purgatory, Algonquin over Union Drive West. When Luis begins in the state of Alderney, drop off is located in KoreaTown, Alderney behind Mr. Fuk's Rice Box, at the intersection of Lyndon Avenue and Boyden Avenue. On Convoy or Highjack missions that require stealing a boat or helicopter, the drop-off point will be on a water platform in Northwood.

During drug wars, enemy gangs or sets include The Mafia (Gambetti, Pavano, Messina, Lupisella, Ancelotti, and Pegorino crime families), The Jamaican Yardies, The Korean Mob, The Russian Mafia (Petrovic, Bulgarin, and Rascalov crime families/syndicates), and The Spanish Lords. These gangs are encountered depending on where Luis starts the side mission.

After completing a certain amount of battles, Luis gets rewarded every ten battles. After ten wars, a pistol .44 spawns on the coffee table of Luis' safehouse. The weapon spawns after completing the mission “Boulevard Baby” and the necessary Drug Wars. Luis completes 20 wars, so the Advanced Machine Gun (M249) spawns in the kitchen of Luis' safehouse. The weapon spawns after completing the mission “Going Deep” and the necessary Drug Wars. When 25 wars are completed, Luis completes the required amount for completion. When 30 wars are completed, an Automatic Shotgun (AA-12), loaded with green explosive shells, spawns in the kitchen of Luis' safehouse. The weapon spawns after completing the mission “High Dive” and the necessary Drug Wars. When 40 wars are completed, Sticky Bombs spawn on the coffee table

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of Luis' safehouse. The weapon spawns after completing the mission “Bang Bang” and the necessary Drug Wars. Once 50 wars are completed, a Gold SMG spawns on the dining table of Luis' safehouse. The weapon spawns after completing the mission “Departure Time” and the necessary Drug Wars. Going beyond 50 wars seems useless but gives money as a reward.

There are four types of drug wars. Hijack missions require Luis to steal a stationary drug loaded vehicle, often located within a drug gang's compound. These are the only times a police sting can be encountered. These often require Luis to eliminate the drug gang in order to safely steal the vehicle. If no-one is protecting the vehicle, Luis gets 2-5 star wanted level and must evade it. These vehicles vary from sports cars, boats, and helicopters. Convoy missions require Luis to steal a moving drug vehicle, usually protected by trailing vehicles as part of a convoy. Once the attack on the vehicle begins the drug vehicle will attempt to speed away and its escorts will attack Luis and his friends. Luis must take care not to destroy the vehicle, otherwise the drugs are destroyed with it, failing the mission. However, as long as the enemies are driving the drug vehicle, it is invulnerable and can't be set on fire; only the passengers can be shot down. Convoys consist of cars and boats. Stickup missions require Luis to crash a drug deal between two gangs. Luis must obtain a gang's drugs, and optionally the other gang's money with the drugs in a duffel bag carried by one of the gang, in their compound. Luis must eliminate the gang one by one until the drugs are dropped, and continue to kill enemies until the one carrying the money meant of the deal drops it, which Armando or Henrique will comment on. On harder missions the dealers will attempt to escape, and if they do, the mission fails. Occasionally, the two gangs can be made to fight each other when the initial attack is done while out of sight, such as with a sniper from a distance. One gang member will drop body armor as a pickup when killed. Stash

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missions require Luis to steal a gang's drug stash, which is located within their perimeter. All missions will involve the gang chasing Luis whilst driving to the drop off point.

After drug wars, Luis moves onto Triathlons, which is not about running this time. Triathlons are multi-vehicle races of 3 stages; Skydiving, powerboat and street racing. The races are marked on the map by a checkered flag in BOABO, Charge Island and Normandy. Upon walking through the starting sign, Luis will immediately be airlifted into the sky, given a Parachute, and instructed to jump from the helicopter. Once Luis parachutes to the ground, boats will be waiting in the sea or river below, and the racers will attempt to land in them. The boats race to a beach on the island, where there are supercars loaded with tanks of nitrous oxide waiting. The cars are then raced to the finish line. This side mission is required for completion.

The club management mission takes place in Maisonette 9, after Luis Lopez changes into his suit and earpiece in the security room with Joni. This side-mission is not available immediately - Luis must receive a call from Tony Prince asking Luis to go and help out at the club more. The club is open from 9:00 PM until 6:00 AM.

Club Management becomes unavailable following Ladies Half Price mission. It becomes available again after completing Departure Time, the final storyline mission.

The objective of Club Management is to supervise the main areas of the club and deal with troublemakers when trouble arises. At the end of every club management, Dessie will contact Luis and ask him to run an errand for the VIPs in the club.

After assisting celebrities on eight different occasions, Luis will receive a call from Tony thanking him for doing such a good job taking care of the club's celebrity clientele, promising him that he will get someone else to handle VIP requests from then on, much to Luis' relief.

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After this Luis will no longer have to run errands for celebrities during Club Management, and can choose to simply keep watch over the club and deal with troublemakers, drunks and dealers until the club closes.

From time to time during Club Management, Joni will call to Luis' earpiece with an excuse for him to come urgently into the security room. Usually to his surprise, a variety of sexual acts will follow, including having her dress rolled up and giving him a blowjob, casual sex with Luis while leaning her over the desk, and a sort of a short lap-dance. Having sex with Joni will refill Luis' health, but is generally pointless as there's a first aid pack in the security room. If Luis has sex with a girl in the bathroom after dancing, Joni will call Luis in and scream at him for breaking her heart. At other times she will call and question Luis about the nature of their relationship, ending with her telling him to forget about it and thinking of starting taking meds.

Luis cannot take shots or participate in the champagne drinking game during Club Management due to the fact he is working.

Jackson will be at Hercules in a black PMP 600, surrounded by paparazzi. Luis will need to get in and evade the photographers, before dropping Jackson and his friend at The Majestic. If Luis harms any of the photographers, or lets them get too many pictures, the mission will fail.

Luis will be told that McIntosh is demanding take-out from the Iron Belly Deli in Bohan. On the drive back to Hercules to deliver it, McIntosh's assistant Danni repeatedly calls Luis to tell him that Kerry is becoming agitated about the food. Luis thinks if it takes too long to deliver the food to her, the mission will fail.

Dessie asks Luis to tend to a Prince from England, who needs to pick up two prostitutes from Easton Station. After they are met, Luis is to drive the three to a hotel in Star Junction.

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Mitchell needs to leave the club, but is worried about the paparazzi outside. Dessie suggests using a fire truck from the station in Northwood. After dispatching the photographers with the water cannon, Luis uses the truck to drop Mitchell off at the The Hotel on Luddite East.

Luis finds Parker heavily drunk in the women's washroom, and is to drive her to her home in Westdyke in her pink Peyote. During the trip, she will frequently grab the steering wheel and make sexual suggestions to Luis.

Napoli asks Luis to drive him up Vespucci University to meet with Oscar Gomez for a drug deal. Once the deal is done, Luis must evade a 2-star wanted level then drop Napoli off at the Amdram Theatre.

Luis drives to the MeTV building to pick up Billy & Bobby Blue; once they get into the car, Luis will have to get them to Maisonette 9, evading the hordes of fans. If any of the fans are injured or killed, the mission is failed.

Tony tells Luis to use a Swift to pick up Spade from Northwood and bring him to the club. During the trip back, Spade will get agitated if Luis flies too high, and will ask him to keep close to the ground.

A black Schafter is provided for the missions, presumably as an official business car once the club management missions require driving, which eliminates the need for Luis' vehicle.

The next side mission for Luis is to perform dance moves on the dance floors of various clubs in the game especially Maisonette 9 and Hercules, the two nightclubs owned and run by Anthony "Gay Tony" Prince.

When Luis perfects the dancing minigame with a female dancer in Maisonette 9, they will have casual sex in the women's restroom. For dancing perfectly in Hercules and completing

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the dance-off, Luis will lead a bus-stop dance to the song "Bus Stop" by The Fatback Band. Upon successfully completing the bus stop dance, it will be unlocked in Maisonette 9 and can be activated by perfecting the solo dance. The bus stop will be led once again by Luis and the song "Boogie 2nite" by Booty Luv.

Champagne Drinking Contest is an exclusive feature for Luis to complete. In Maisonette 9, upstairs in the VIP room, Luis can enter drinking contests with the other clubgoers. The goal is to completely down a bottle of champagne as fast as possible. After each game, Luis will be very drunk. However, this effect can stop instantly when Luis goes downstairs and drinks in the bar.

The fighting game is introduced to Luis by Santo during the third mission "Momma's Boy". Luis Lopez can either compete for \$100 or spectate for \$50. The Cage Fighter Arena is around the area where Playboy X's Penthouse is located.

While spectating, bets can be placed on the winner. Each time Luis defeats an opponent, the loser's body stays on the ring, and a new challenger is put in the next round. When Luis loses and is knocked out, he is taken to the Holland Hospital Center, but doesn't lose money except the entrance fee. This indicates that Luis may be wasted by losing a game.

Beating all six rounds rewards Luis with the \$4000 reward. Beginning with the 3rd round, opponents bring baseball bats and knives.

In the BASE jumps, there are locations found throughout the city where Luis can find. If they are located, they are specified in three types of BASE jumps. Note that the base jumps have different difficulties but mostly remain simple. Target Jumps are the most common, and probably the easiest. Vehicle jumps sometimes tend to be the hardest because the jump must be made on a moving target. The vehicle target is a slow-moving Flatbed (except in one base jump where it is

a Marquis boat). Helicopter jumps are in between the vehicle and target jumps in terms of the difficulty of the jump. Like important tasks, this task is required for completion.

Overall, BASE jumping and skydiving are great ways to see Liberty City from great heights. Each type of jump has different instructions to complete but otherwise simple.

The most common type of jump, target jumps, which usually involves jumping off the tall buildings of Algonquin and going through checkpoints. As usual, the landing point is on the streets below after the checkpoints are collected. One jump includes jumping from the Rotterdam Tower and landing in the City Hall park. Vehicle Jumps, the same as the target jumps but the landing point is a moving or a stationary vehicle. Some vehicle jumps also include using a Sanchez motorbike to propel Luis towards a farther-away target where it is impossible to reach when jumping from the same building on foot. The National Newark Building is a Vehicle Jump Location. Helicopter Jumps, also the same with the mechanics of target and vehicle jumps but the starting point is in a helicopter. The LC24 Tower is one of the Helicopter Jumps.

After all the hard work, Luis finishes off the completion by doing fun tasks. For example, he hangs out with his friends and takes them to multiple games and activities, where he wins all of the games at least once and loses multiple times before that. Three random characters are tasks that are encountered in a random way but required, and 50 seagulls are killed when they are seen throughout the map. Once Luis completes all of the above, he reaches 100% completion.

Just like the other two players, Luis is only rewarded with unlimited ammo when buying at the gun store. Other than that, most rewards happen gradually from cheats to completion some tasks that are required as well as the ones that are not required along the way to completion.

Grand Theft Auto The Ballad of Gay Tony

Chapter 6

With all the background history and all the weekend tasks Luis did, the plan is now to finish up only the fun tasks. While the other two players explore and mess around Liberty City and Alderney, Luis plans on using unique features to explore more places and mess around with unique rewards. While one player showed off some weeks before, and another player messes as of now, Luis only plans to both continue nightclub life and try having power to take over.

Before the fun actions happen, Luis can also think of possible unique vehicles he could have obtained. Just like with others, it seems impossible to obtain everything listed as unique.

For example, A special dark Banshee with lime green stripes can sometimes be found during a Drug Wars mission. A blue Banshee with a black stripe and luster effect can sometimes be found during a Drug Wars mission. A special white Banshee with a black stripe can sometimes be found during a Drug Wars mission. A black Banshee with a white stripe can sometimes be found during a Drug Wars mission.

A blue Blista Compact with luster effect can be seen during a Drug Wars mission. A Blista Compact with Jamaican Colors can be seen during a Drug Wars mission. An all white Blista Compact can be seen during a Drug Wars mission. A bronze Blista Compact with a golden color (bottom half) can be seen during a Drug Wars mission.

Mori's unique red Buffalo can be obtained by killing him in any of his missions, or during the car race Luis can use his Buffalo in the mission "This Ain't Checkers" to complete the mission and when the mission ends, it can be kept. A blue Buffalo with a luster effect can be seen during a Drug Wars mission. Evan's blue Buffalo can be seen with Tony's car at the start of Bang Bang. It can be taken to a safehouse after mission completion or failure. A full black

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Buffalo can be seen during a Drug Wars mission (Not to be confused with the FIB Buffalo). A black Buffalo with a green luster effect can be seen during a Drug Wars mission. A deep red Buffalo can be seen during a Drug Wars mission.

A blue Bullet GT with a luster effect can be seen during a Drug Wars mission. A green Bullet GT can be found during the Triathlon side missions or Luis can use it to finish the race in This Ain't Checkers. A white and red Bullet GT can be found during the mission No. 3. In order to get this Bullet GT, Luis can choose to drive away from Brucie and Mori and then park it at a parking space. However, this obviously will fail the mission.

The Caddy is only featured during Practice Swing during the single-player mode. In order to obtain this vehicle, players can just simply complete the mission in the Caddy, and then save it in a parking space. The Caddy with a special cage is also featured during Practice Swing. The only way to obtain it involves using a trick to kill Rocco and Tony at the same time and fail the mission, then using another vehicle to push the Caddy into a parking space.

Armando Torres and Henrique Bardas drive a black Cavalcade with black rims, and Armando sells Luis weapons out of the trunk of this vehicle. This car is easily obtainable, as it is most often left in the street after the Drug Wars missions with Armando and Henrique. Luis can also obtain it by killing the duo at the beginning of the missions Corner Kids and Clocking Off, however these lead to mission failures. A pure black Cavalcade with cargo boxes in the trunk can be seen in the mission Clocking Off. Luis can only obtain it by failing the mission, otherwise it will permanently be in the garage after the mission passes.

Some Cavalcade FXTs with unique clusters can be found in Practice Swing. They can only be obtained via failing the mission.

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A blue Comet with luster effect can sometimes be found in the Drug Wars side missions. In This Ain't Checkers, a special cream colored Comet is available among other cars during the race. The same Comet can again be found in Triathlons. In Ladies' Night, Patrick McReary drives a unique red Comet which can be stolen by landing the helicopter, killing Tony and then pushing the Comet to Niko's Alderney City safehouse. A special rich red Comet can sometimes be found in a Drug Wars mission. A special black Comet with a green luster effect can be seen during a Drug Wars mission. A deep red Comet can be seen during a Drug Wars mission.

A blue F620 with a luster effect can be seen during a Drug Wars mission. It can also be seen on No. 3. A bright red F620 can be seen during Daisy's random encounter, it is parked nearby, Luis can keep the car after the mission.

During Blog This!... Gracie owns a unique pink Feltzer. Luis can simply push the car without harming Tony and Gracie to the Alderney Safehouse and then get back to pass.

There is a pink Flatbed only found in Base Jumps. Luis can just drive it off since the driver immediately flees when Luis lands on ground.

A blue Huntley Sport with a luster effect can be seen during a Drug Wars mission. A black Huntley Sport with a lime-green painted (top half) can be seen during a Drug Wars mission. A metallic red Huntley Sport with sky blue painted (top half) can be seen during a Drug Wars mission. A gold Huntley Sport with a metallic red painted (top half) can be seen during a Drug Wars mission. A Huntley Sport with Jamaican Colors can be seen during a Drug Wars mission. A white and gray Huntley Sport can be seen during a Drug Wars mission.

This is not a complete list of unique vehicles but is the first few examples that could be possible. Some are so possible that this task is true while others could have led to a failure.

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For the ultimate goal of trying to celebrate the completion beyond what is needed, Luis is one of the three players trying to take steps by exploring the map first before knowing how to get around and steal or take away the normal days. For about half the time, Luis explores parts of the city that the other two players have not been to plus some overlap with the other two locations that is explored due to changes or other unique tasks to do. This is to prepare for the show.

Luis knows what to do after a whole battle with the LCPD, the NOOSE, and the FIB than the other two players. As a result, he begins a normal day at home and decides to use his phone in order to activate unique moves. For example, he can spawn the APC, change the weather, gain a set of weapons, upgrade certain attacks like explosive punch and snipers, and spawn other sets of vehicles as well. All he needs is the phone number, which is known since the start.

Starting in Middle Park, Luis tests out the explosive punch against a random crowd that scares the surrounding areas away due to the nearby explosion. He also tests out the sniper when he goes to the top of a building and shoots both a random civilian and some vehicles.

From there, the biggest part of the ending task is when Luis uses everything starting with the bullpup shotgun and the APC tank. The bullpup shotgun can damage vehicles and make them explode in only two or more shots while the APC tank can easily destroy vehicles in a few hits or shots. Once this action is applied in the middle of Star Junction, a chain of explosions occurs.

Then, the LCPD responds and makes Luis experience at least a wanted level of three. The resistance against the police results in the NOOSE and FIB joining but is all cleared by multiple attacks such as explosive snipers and punches. Finally, Luis circulates and makes a mess before terminating at Maisonette 9 club and hiding in the bathroom to find a hidden way to the end.

Works Cited

“Grand Theft Auto Episodes from Liberty City” *Fandom*

https://gta.fandom.com/wiki/Grand_Theft_Auto:_Episodes_from_Liberty_City

This collection takes you to two episodes as an expansion to Grand Theft Auto IV. Read more about the first episode about Johnny as a veteran member of The Lost, a biker gang. After that, explore an overdose of guns, glitz, and grime. As Luis Lopez, part time hoodlum and full-time assistant to Gay Tony, explore the advanced club life.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.



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